

Learning Comes Alive

Published with Silver Burdett Company

A Revealing Spelling Game

Ages 7 to 14



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Written in MicroMotion FORTH-79.

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San Francisco, CA

A Note to Parents

Learning to Spell with Spellagraph

The first step in becoming a good speller is to be motivated to spell correctly. One of the greatest values of spelling games is that they provide this motivation. Spellagraph is a game that is lots of fun and requires accurate spelling for success.

Educational research has shown that an effective way to teach spelling is to have students take a test on the words they are studying and then correct it themselves, rewriting each misspelled word. Because of the effectiveness of this method, we have incorporated it into the Spellagraph program.

When playing Spellagraph, children select the spelling list they want to use in the game. They can see the words on the screen before they begin to play. Just as teachers use the word in a sentence during spelling tests, the Spellagraph program presents a sentence with the word missing. The player must decide which of the spelling words completes the sentence and then spell the word correctly. If the word is misspelled, the computer shows the correct spelling, and the player tries to spell it again.

The Spelling Words that Come with Spellagraph

Spellagraph has been developed in cooperation with Silver Burdett Company, a major developer and publisher of educational materials that are used in school systems across the country. The spelling lists that come with Spellagraph are from the textbook series titled Silver Burdett Spelling which focuses on learning basic spelling rules. Examples of word lists are: Short a Sound, Consonants k & c, Short i Sound, and so forth. There is a selection of words for grades 2 through 8. Your children's own spelling words can be stored on a separate diskette and used with Spellagraph also.

Helping Your Children Get Started

If your children are too young to read the next section of this manual (About the Game), you should introduce them to Spellagraph and how it works. Read About the Game for a general description of the game. Then run the program and watch the Demonstration with your children.

After playing Spellagraph with the words that come with it, you may want to enter your children's spelling words. Children over 8 years old should be able to do it themselves after you've done it with them once.

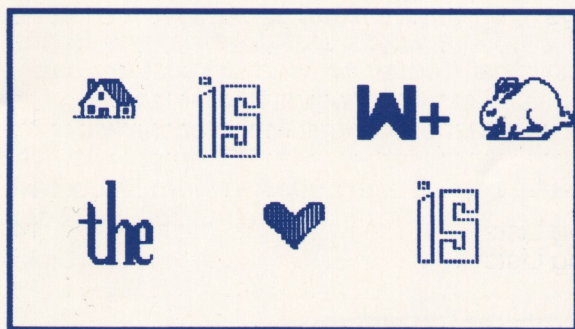
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About the Game

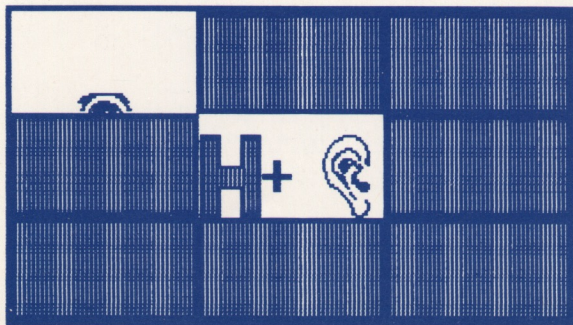
Spellagraph is a game that makes spelling fun. You can play it with a partner or by yourself. To play the game, first figure out the missing word in the sentence, then spell it. If you spell it right, you get a chance to guess the rebus.

What's a rebus? A rebus is a word-picture puzzle. When you say the letters and pictures together, they make words. Here's an example:



The rebus says
"Home is where the heart is."

When the game begins, all the rebus squares are covered. Each time you spell a word correctly you'll win a point and a square will be uncovered. Then you'll have a chance to guess what the rebus says. If you misspell the word, you won't get to see what's behind the square.



When you think you know what the rebus says, type your answer on the keyboard. The computer will tell you if you're right or not. If you're right, you'll win 5 points. You'll also win 1 point for every square that's still covered. Try to guess it in as few turns as possible so you'll win more points. If your answer is wrong, you'll lose a point.

When you finish the game, or end it, you'll get a report of how well you've done at spelling words right on your first try. If you misspelled any words, these will be listed for you to practice.

Word Lists and Sentences

Spellagraph comes with 20 word lists. There are up to 30 words in each list and these are divided into Core words, Basic words, and Bonus words. Core words are the most frequently used or most important words in the list. Basic words are additional words that fall into the word list category. Bonus words are the most difficult words on the list.

There are also 'context' sentences for every spelling word. A context sentence is a short sentence with dashes in it where the spelling word belongs.

The s-- is in the sky.

When you play Spellagraph, you can use the spelling words that come with the game, or you can make your own word lists and sentences and use these. Some knowledge of the keyboard will be helpful since both spelling words and rebus sentences must be typed.

Varying the Difficulty of Play

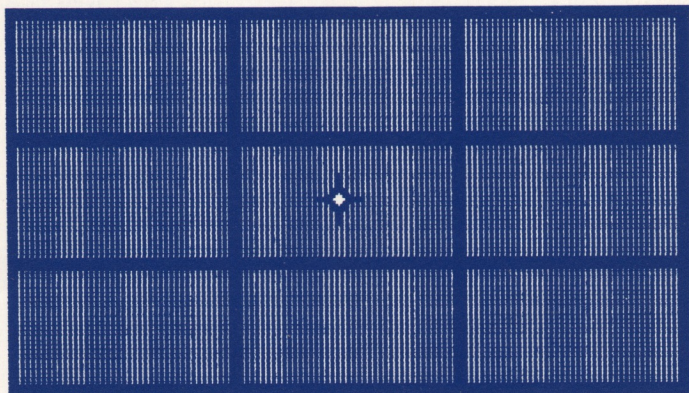
You can vary the difficulty of the game by changing the number of squares in the rebuses. The more squares a rebus has, the harder it is to guess. Increase or decrease the number of squares by changing the:

- Number of players
- Skill level
- Number of words used in the game

The rebuses automatically have more squares when there are two players. And, the higher the skill level or the more words you use, the more squares they have.

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Paul

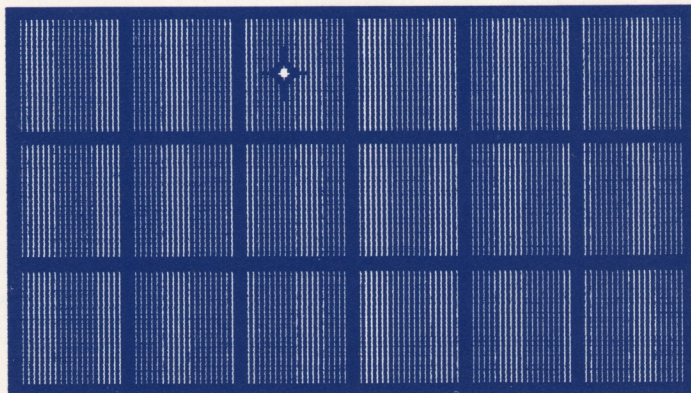


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Paul



Paula



Quitting the Game at Any Time

You may end a game at any time by pressing the ESC (escape) key (or the key on your computer that ends an activity or takes you to the Main Menu). This takes you back to the Spellagraph Main Menu.

Before you play Spellagraph, watch the **Demonstration** on the computer or read the rest of this manual.

Getting Started

Disk Loading

Apple® II Plus and Apple® IIe computers: Put the Spellagraph diskette into the disk drive with the label facing up. Close the disk drive door, then turn on the computer and the monitor.

IBM-PC®: Put the Spellagraph diskette into the disk drive with the label facing up. Close the disk drive door and turn on the computer. **This program requires a Color/Graphics Monitor Adapter. It will not work with the IBM monochrome monitor.**

Atari® 400, 800 and 1200XL computers: Remove the BASIC cartridge. Then turn on the disk drive. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the Spellagraph diskette with the label facing up and close the disk drive door. Turn on the computer and the monitor.

Atari® 600XL, 800XL, 1400XL and 1450XL computers: Turn on the disk drive first. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the Spellagraph diskette with the label facing up and close the disk drive door. **Hold down the OPTION key.** Turn on the computer and the monitor.

The Demonstration

The program will start automatically. Wait a few seconds and the Demonstration will begin. It shows how the Spellagraph game is played. Watch it with your children to be sure they understand the game and help them choose the appropriate game level. Press **any** key to stop the demo. It will continue until you do this.

Important Keyboard Keys

Use the keyboard to play Spellagraph and to enter your own spelling lists. Please note that this manual uses the terms RETURN, ESC and arrow keys. If your computer does not have these keys, use the corresponding keys on your machine.

Use the arrow keys (or the keys on your machine that control the cursor) to select items from the lists of choices you'll see at the beginning of the program. With these keys, move the hand up and down the list, stop at the item you want, then press the RETURN key (or the key on your computer that acts as a carriage return or enter key).

When you play the game, press the **I, M, J, K** keys to move the cursor (the star) up, down, left and right to choose a rebus square. The arrow keys available on some computers may also be used to move the cursor. See the Keyboard Guide at the end of this manual for more information about the keys to use with Spellagraph.

The Main Menu

The program begins automatically when you put the Spellagraph diskette in drive I (see Getting Started). After you have stopped the Demonstration, the first thing you will see on your screen is a list of the different things you can do with Spellagraph. This is the Main Menu of the program.



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Use the arrow keys to point to the option you want. Then press [RETURN].

G Play the game
Create a word list
See a demonstration
Change the game settings

The current game settings are

Sound	(Yes)
Number of players	(One)
Number of disk drives	(Two)
Background color	(White)
Skill level	(1-Novice)

Choose:

- Play the game to play Spellagraph
- Create a word list to create a data diskette and make your own word lists
- See a demonstration to see how the program works before you use it
- Change the game settings to alter your program. You can:
 - turn the sound on or off
 - change the number of players (one or two)
 - change the number of disk drives (one or two)
 - change the background color (black or white)*
 - change the skill level (1-5)

*This option is not available on all computers.

Use the arrow keys to move the hand to the item you want and press RETURN. If you want to see the Demonstration again before you play, move the hand to this option and press RETURN.

Notice that game settings are already set for you. The current settings are displayed in () parentheses. If you want to change any of these, see Changing Game Settings in this manual. Be sure to make your changes **before** you begin to play the game.

Playing the Game

To play Spellagraph, move the hand to the first item on the menu (**Play the game**) and press RETURN. When the next screen appears, type the player(s) name(s) and press RETURN.

```
=====
Please type your name and then
press [RETURN].
```

```
[G Paul
=====
```

Now you'll need to choose a spelling list for the game. The word lists may be on the Spellagraph game diskette or on a separate data disk.

```
We need a spelling list to play
the game.
```

```
=====
Do you want to
```

```
[G choose new list from the game disk
choose new list from a data disk
use the same list again
=====
```

The third choice on the list appears if you've played the game at least once before. If the spelling list you want is on a data disk, the program will tell you where to put the data disk.

The titles of the first 10 word lists on the diskette will appear. The number in () parentheses is the grade level. Press the SPACE BAR to see the rest of the titles. Use the arrow keys to move the hand to the word list you want and press RETURN.

Select the
list you want
with the
arrow keys,
then press
[RETURN].

Press
[SPACE BAR]
to see more
list titles.

Press [ESC] to
see the menu.

Short a Sound (2)
Short u Sound (2)
Short i Sound (2)
Vowels a and i (3)
Vowels e, u, o (3)
Short Vowels (3)
☞ Short Vowels (4)
Cons. Clusters (4)
Consonant k&ck (4)
Short Vowels (5)

Now choose the number of words you want to use, and press RETURN. You can play with Core words only (10); Core and Basic words (20); or Core, Basic and Bonus words (30). Note that these numbers will vary depending on how many words are in each category on the list you've chosen.

Remember, the more words you use, the more squares the rebuses will have and the harder the game will be.

Use the arrow keys to point
to the option you want.
Then press [RETURN].

☞ 10 words
10 words
10 words

The next screen shows the list title, spelling rule and words. Reviewing the words will help you spell them when you're playing. If you want to use these words, answer the question "Do you want to use this list?" by typing Y for Yes and N for No, then press RETURN.

TITLE: Short Vowels (4)

RULE: The short vowels /a/, /e/, /i/, /o/, and /u/ are usually spelled with single letters.

map
pan
add
pen
pin

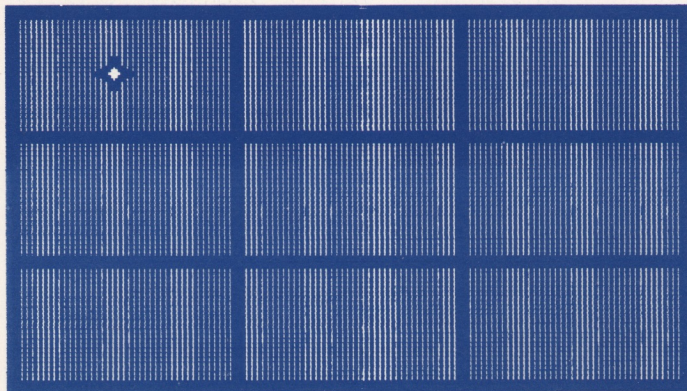
till
wind
pond
bus
dull

Do you want to use this list(Y/N)?

When you've chosen your list, the computer will make the first rebus for your game. (Note: If your word list is on a data disk and you have only one disk drive, the program will tell you to reinsert the game disk before making the rebus). When the rebus is finished, move the cursor (the star) to the square you want to uncover first. Press RETURN.

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Paul 0



Paul, select a square and then press [RETURN].

A context sentence with a missing word will appear. The first letter of the word is there to give you a clue. The dashes show you the number of letters remaining in the word. If you just can't think of the word, take a guess.

The party lasted t--- nine o'clock.

(T) _

Spell the word.

Spell the word by typing the letters on your keyboard. Be sure to type the first letter too. The letters you type will appear beside the hand. When you've finished, press RETURN.

I wear a c-- on my head when I play baseball.

(C) cap

Be careful not to insert spaces by mistake in front of the word when you type it or it will be counted incorrect. On the other hand, if the word you're spelling has a space in it (e.g., New York), you must include the space for the word to be counted correct. Spaces are inserted by pressing the space bar. Remove spaces with the backspace or delete key.

If you don't get the word right it will be crossed out, and the correct spelling will appear below it. You don't lose points when you miss a word, but the rebus square won't be uncovered. Press RETURN for another chance to spell it (the same player tries again). This same word will appear again later in the game to give you another chance to practice it.

You can d-- your brush in the red or blue paint.

(D) dip

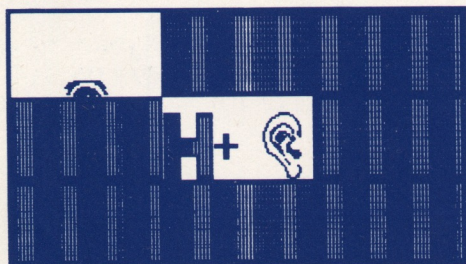
If you spell the word right the first time, you'll get 1 point and the rebus square you selected will be uncovered. You may now try to guess what the rebus says. It may take several turns to uncover enough squares to guess it.

If you don't know what it says yet, press RETURN. That way, you don't lose any points. Then choose the next square you want to uncover. (If there are two players, it's now Player 2's turn to choose a square. The hand beside the player name at the top of your screen will help you keep track of whose turn it is.)

If you think you know what the rebus says, type the sentence when the computer asks you to, then press RETURN. If you need help spelling the words in the rebus, see the Rebus Spelling List at the end of the manual.

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Paul 2



Guess the rebus and press [RETURN]:
I hear you.

If you're right, all the squares will automatically be uncovered to reveal the entire rebus.

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Paul 7



The rebus says
"I hear you."

If your answer isn't right, you'll lose 1 point. Keep playing till you guess it.

Ending the Game

The game ends when everyone playing has spelled all the words correctly. If you know the answer to the rebus before you've mastered all the words on the list, you'll get another rebus for the game.

If you've spelled all the words and still don't know what the rebus says, the game will continue until you guess it. The same words will be used again. If you can't guess a rebus, even after all the squares have been uncovered, the computer will tell you the answer.

You may quit the game at any time by pressing the ESC key.

Game Report

When the game ends you'll get a report of how successful you were at spelling the words correctly. The report tells you how many words you spelled right on your first try (e.g., 8 words out of 10). And, any words you missed will be listed for you.

Paul 40

Short Vowels (4)

**You spelled the words correctly on
the first try 70% of the time.**

Words which you need to practice are:

**wind
pen**

pond

Changing Game Settings

If you want to change any of the game settings, be sure to do this **before** you begin to play Spellagraph. You can't make changes during the game.

On the Main Menu, move the hand to **Change game settings**, and press RETURN. The hand will jump down to the list of five options.

Use the arrow keys to point to the game setting that you want to change. Then press [RETURN].

The current game settings are

(G)Sound	(Yes)
Number of players	(One)
Number of disk drives	(One)
Background color	(White)
Skill level	(2-Beginner)
Changes complete	(No)

Move the hand to each setting you want to change. Press RETURN to see the choices you have within that setting. When you've made your change(s), move the hand to **Changes complete** and press RETURN again. To play the game, press RETURN once more.

Creating Your Own Spelling Lists

You can make your own spelling lists to use with Spellagraph. To do this, you will first need to prepare a blank or reusable diskette. See Set Up a New Data Disk in this manual for these instructions.

To make your own spelling lists, be sure the Spellagraph diskette is in drive 1. Press any key to end the Demonstration. When the Main Menu appears, move the hand to **Create a word list**. When you press RETURN, you'll see the Spelling List Creator Menu:

Spelling List Creator

What do you want to do?

- (G)Make or change a spelling list
- Look at a spelling list
- Remove a spelling list
- Set up a new data disk
- Copy your data disk
- Return to the game

Make or Change a Spelling List

This option allows you to enter your own spelling lists on a data diskette you have created. You can add new lists to your data diskette at any time. Or you can change the lists that are already there. You cannot make changes to the lists that come with Spellagraph. When you have finished entering your spelling lists, be sure to put a write-protect tab on the diskette to guard against accidental loss of the data. Be sure to remove the tab when you want to make changes to the lists.

To make or change a spelling list, select the first item on the menu and press RETURN. Be sure the data diskette you want to work with is in the correct drive. The program will provide instructions. Then press RETURN.

Select the list you want with the arrow keys and press [RETURN].

Press [SPACE BAR] to see more list titles.

Press [ESC] to see menu.

April 8th List

April 15th List

April 22nd List

(F)---(available)---*

---(available)---*

---(available)---*

---(available)---*

---(available)---*

---(available)---*

---(available)---*

*** Empty lists**

If you are adding a new word list, move the hand to any line marked (available) and press RETURN. If you are making changes to a list, press the SPACE BAR until you find the list you want. Move the hand to the title of the list and press RETURN.

Each word list includes a title, rule, list of words and context sentences for each word. When you are adding new word lists, you will want to

enter all of this information. You may change any part of this word list information whenever you wish.

Which do you want to change?

(G)The title
The rule
The word list

Note: You will be typing this information on your keyboard. If your computer does not have upper and lower case, you can capitalize letters as follows: Hold down the CTRL key and press the P key. Then type the letter you want to capitalize. Use your backspace or delete key to erase typing errors.

Move the hand to the item you wish to add or change, then press RETURN.

• The Title

Give each word list a title — something that will make it easy for you to know what kind of spelling words are in the list (e.g., Long Vowels, March 8th Spelling List). To enter a new title or change an existing title, move the hand to this option and press RETURN. Type the title of the list in the box, up to 18 characters. Then press RETURN. (Should you decide not to change the existing title press ESC.)

TITLE: ---{available}---*

RULE:

**Enter a title for
this spelling list
and press [RETURN].**

TITLE:
April 29th List■

The title will appear at the top of your screen. The asterisk (*) indicates there are no words on the list yet.

• The Rule

If you are following the Silver Burdett format, you may want to type a spelling rule for each word list. The rule helps you remember how to spell the words in the list. For example, the rule for a word list titled Long i Sound might be: "The long i sound may be spelled i or y." If you don't want to enter a rule, don't select this option.

To enter this information, move the hand to the second item on the list and press RETURN.

TITLE: April 29th List*

RULE:

Type a general statement about the spelling list and press [RETURN].

i before e, except after c

Now type your statement in the box. It may be up to 120 characters long. Don't worry if words break at the end of a line. When you're done, press RETURN. The statement will appear at the top of your screen.

• The Word List

Each word list may have up to 30 words, with context sentences for each word. You may add or change words and/or context sentences on your own data disk at any time. To do this, move the hand to this option (**The word list**) and press RETURN. The words on the list you've chosen will be displayed for you. If you are making a new list, you'll see only the word (available) on the list.

TITLE: April 29th List

RULE:

i before e, except after c

Select the word you want with the arrow keys and press [RETURN].

CORE WORDS:

conceived
receive
relief

␣---(available)---
---(available)---
---(available)---
---(available)---
---(available)---
---(available)---
---(available)---

The lists have areas for Core, Basic, and Bonus words. Divide the words on your list into these categories if you wish to follow the Silver Burdett format.

Move the hand to any line that says (available) or to the word you want to work with and press RETURN. A new list of 3 options will appear.

What do you want to do?

(C)Change the word
Change the context sentence
Edit another word

Change (Add) the Word

To enter new words, or change words, move the hand to the first option and press RETURN.

TITLE: April 29th List

WORD: ---[available]--

CONTEXT SENTENCE:

---- *

**Type in the spelling word you want to
add to the list and press [RETURN].**

believe■

Type the word in the box, up to 16 characters, then press RETURN. Words may have spaces (e.g., John Adams, New Mexico). Type spaces by pressing the SPACE BAR.

Note: That whatever you enter here will become a word in the game. Check to be sure that words are spelled correctly and that you have not accidentally typed letters, spaces or characters you don't want.

To enter or change another word on the same word list, point to the third option (**Edit another word**) on the list above and press RETURN.

Change (Add) the Context Sentence

You may enter context sentences for every word in a list and change them whenever you wish. Just move the hand to this option (**Change the context sentence**) and press RETURN.

TITLE: April 29th List

WORD: believe*

CONTEXT SENTENCE:

---- *

**Type a context sentence and then
press [RETURN].**

I * you are telling the truth.■

Type a sentence, up to 60 characters long, in which the word is used. Type an asterisk (*) where the word belongs in the sentence. Be sure to type a space after the asterisk. Don't be concerned if the words break at the end of a line. Press RETURN when you've finished typing. When the sentence appears at the top of your screen, you'll see only the first letter of the spelling word, followed by dashes.

Edit Another Word

When you're ready to add or change another word on the same word list you've been working with, point to this option (**Edit another word**) and press RETURN.

The word list you've been using will appear again, with the information you've just added on it. Move the hand to the next line that says (**available**) or to a word you want to change. Press RETURN and repeat the process described above.

Look at a Spelling List

You may look at the words and sentences in the spelling lists on the Spellagraph disk or your own data disk. To look at a word list, move the hand to this option on the Spelling List Creator Menu and press RETURN. If you want to look at words on a data disk, be sure that disk is in the proper drive. The program will provide instructions.

You'll see word list titles on your screen. To see more titles, press the SPACE BAR. Move the hand to the list you want to look at, then press RETURN. The title and rule for that list appears. Press the SPACE BAR to see the words and sentences.

April 29th List

CORE WORDS 1

conceived

The plan he conceived was original and exciting.

receive

Did you receive my letter?

relief

It was a great relief to know I had passed the test.

believe

I believe you are telling the truth.

---(available)---

Press the SPACE BAR to see the rest. To look at more word lists, press ESC and select another list.

Remove a Spelling List

This option allows you to erase spelling lists from your own data disk. (You can't erase lists from the Spellagraph diskette). **Be careful not to erase spelling lists accidentally.**

To erase a word list, move the hand to this option on the Spelling List Creator Menu and press RETURN. Be sure the data disk you want to use is in the proper drive. The program will provide instructions. When the word lists appear, move the hand to the list you want to erase and press RETURN.

Check the list carefully to be sure you want to erase it. Then answer the question "Do you want to delete this list?" by pressing Y for Yes and N for No. Then press RETURN.

If you type Y and your list is erased, you'll have one final chance to save it! Press ESC to save it. Press RETURN to erase it completely.

Set Up a New Data Disk

Choose this option to set up a new data diskette so that you can store your own spelling lists on it. A data disk can be made from a new disk or one with data on it that you don't mind erasing.

To begin, move the hand to this option on the Spelling List Creator Menu and press RETURN. Be sure your blank or reusable disk is in the proper drive. The program will provide instructions. The program sets up the diskette for you automatically. When this process is complete, see the section on Creating Your Own Spelling Lists.

Note: Data diskettes that have been set up using Spellagraph cannot be used by other programs you may have on your computer.

Copy Your Data Disk

Choose this option to make duplicate copies of the spelling data disks you've made. It's a good idea to have a copy of your diskette in case you accidentally damage the original. To make copies, you'll need the data diskette you want to copy and a blank or reusable diskette.

To begin, move the hand to this option on the Spelling List Creator Menu and press RETURN. Be sure the diskettes are in the proper drives. The program will provide instructions. Then press RETURN to start the process. While the diskette is being copied you will see the words "Reading" and "Writing" appearing alternately on your screen. A message will tell you when the process is complete.

If you have a single-drive system, you will need to exchange the original and duplicate disks several times during the copying process. The program will tell you when to do this. It will also display the number of exchanges remaining before the process is complete.

Return to the Game

Move the cursor to this option and press RETURN when you have finished using the Spelling List Creator in order to play the game with your new or revised word lists. If you're using a one-drive system, put your game diskette back into the drive when the program asks you to do this.

Things to Do with Spellagraph

Use your imagination! There are lots of things you can do with Spellagraph.

Practice Spelling and Vocabulary

Enter weekly spelling words and context sentences. Each week's spelling list can be put into a word list. Keep them so you can come back to them after two or three weeks. See if you can still spell them!

Challenge Your Family and Friends

Create word lists around famous lines from plays.

To be, or not to be: that is the ----- ... (question)

Make word lists with the names of famous people. The context sentence provides the clue. See if your friends can guess them.

----- was defeated at the Battle of Waterloo. (Napoleon)

Make it fun to learn important dates. The context sentences describe the events, the word list is composed of dates.

Columbus discovered America in ---- . (1492)

Rebus Words in Alphabetical Order

am	full	mice	sunrise
anyone	gaze	mink	sure
apple	gear	mirror	sweet
apples	gears	miser	sweetheart
are	hat	more	tea
be	hear	my	tears
beautiful	heart	nice	tennis
bee	hearts	not	than
before	here	of	that
believe	hero	open	the
believing	hole	pace	there
better	home	pays	there's
beware	hope	peas	think
boat	hopeful	pennies	too
boats	house	penny	tower
can	hut	pie	two
cannot	ice	pink	want
can't	in	Pisa	welcome
change	into	race	well
changing	is	raise	well's
come	it	rising	we're
coming	keeper	roar	what
do	key	rock	where
don't	keyhole	sea	why
easy	keys	seasons	wink
empty	lazy	see	winks
eye	learn	seeing	wise
eyes	leave	shoe	won
fire	leaves	shoes	wonderful
for	lie	smoke	you
forty	like	sun	your
four	lying	sunbeam	you're

Spellagraph Spelling Word Lists

Grade 2 SHORT a SOUND

at
an
man
ran
had
am
hat
fat
fan
sad
ham
jam
yam

Grade 2 SHORT u SOUND

us
up
run
sun
but
fun
tug
bug
nut
hut
tub
mud
hum
hug

Grade 2 SHORT i SOUND

if
it
in
big
did
him
rip
win
pig
lid
lips
hips
ribs
tips

Grade 3 VOWELS a AND i

bad
bat
sat
gas
dig
hit
sit
bag
tag
tap
pat
mat
fit
dim
hobby
sting
cobweb
insects
bit
ants

Grade 3 VOWELS e, u, o

ten
wet
yet
rub
mug
rug
pop
den
net
bud
dug
mop
pot
dot
sum
tens
plus
pad
ones
bundles

Grade 3 SHORT VOWELS

cap
mad
leg
dip
kit
cot
cup
tan
van
nap
rag
zip
jot
jug

SHORT VOWELS (Continued)

bun
pod
bin
cob
fig
husk

Grade 4 SHORT VOWELS

map
pan
ad
pen
pin
till
wind
pond
bus
dull
lap
tent
mend
bid
hid
rid
tin
mitt
odd
fond
punt
bunt
inning
pennant
fumble
tumbles
jogging

SHORT VOWELS*(Continued)*

bobsled
grab
stumble

**Grade 4
CONSONANT
CLUSTERS**

stamp
plant
steps
spot
slip
frog
drum
plum
list
hundred
twist
brisk
blast
twins
flop
smell
dwell
scrap
strap
strip
comet
vast
misty
reflect
spin
speck
glimmer
fled
swept
dusty

**Grade 4
CONSONANTS
k & ch**

kitchen
pack
brick
crack
check
chicken
inch
bench
ranch
lunch
handkerchief
stack
backward
cracker
chill
branch
patch
ditch
stitch
stretch
chat
pinch
chant
whack
chuckle
whine
whimper
bicker
punch
cackle

**Grade 5
SHORT VOWELS**

band
lamp
belt
ill
bill
God

SHORT VOWELS*(Continued)*

club
trunk
flood
blood
damp
plank
grasp
wept
swell
drill
skill
split
crops
drug
tropics
canal
cactus
barren
frigid
humid
arid
torrid
temperate
tundra

**Grade 5
VOWEL /a/**

lake
tame
state
grapes
taste
pray
holiday
chain
weigh
sleigh
gate
erase
paste

VOWEL /a/*(Continued)*

parade
celebration
display
remain
explain
detail
neighbor
nickname
flavor
fascinate
dainty
praise
baby-sitter
behave
teenager
gaze
wages

**Grade 5
VOWEL /e/**

free
sweep
cheese
indeed
meal
cheat
stream
belief
evening
police
beef
degree
sleeve
cream
heat
disease
believe
niece
complete
gasoline

VOWEL /e/
(Continued)

beast
flee
beneath
deceive
conceal
chimpanzee
creature
ravine
leaps
fleet

Grade 6
SHORT VOWELS

tank
blank
yell
twelve
meant
print
system
socks
trust
stuff
draft
dentist
dealt
wealth
until
strict
sympathy
stock
funds
bump
primitive
mammals
capture
clumsy
dense
docile

SHORT VOWELS
(Continued)

flint
glimpse
domesticate
mammoth

Grade 6
VOWEL /e/

seek
steel
speed
steep
deal
cheap
least
secret
grief
receive
screen
steam
beads
fever
theater
hygiene
yield
grieve
seize
ceiling
marquee
mezzanine
feature
jubilee
scheme
repeat
routine
supreme
compete
theme

Grade 7
VOWEL
DIGRAPHS

maintain
contain
display
survey
proceed
appeal
lease
approach
overflow
boulder
obtain
remainder
portray
gauge
wheelbarrow
guarantee
meanwhile
meager
charcoal
cantaloupe
abstain
appraisal
campaign
restraint
essay
convey
colleague
feasible
impeachment
redeem

Grade 7
VOWELS oi & ou

foundation
lounge
announce
devour
browse
chowder

VOWELS oi & ou
(Continued)

disappoint
adjoining
joyous
loyalty
flounder
township
scowl
sauerkraut
drought
loiter
turmoil
poisonous
turquoise
annoyance
accountant
employment
invoice
appointment
renowned
discount
compound
allowance
endowment
counselor

Grade 8
MEDIA MANIA

medium
edition
telecast
publisher
channel
paperback
broadcast
screenplay
microphone
journalist
monitor
sponsor
transmission

MEDIA MANIA*(Continued)*

periodical
documentary
columnist
advertisement
pamphlet
censorship
correspondent
meteorologist
sportscaster
sitcom
series
pollster
animated
docudrama
interview
telethon
moderator

**Grade 8
VOWEL
DIGRAPHS**

complain
exclaim
decay
disobey
eagle
defeat
referee
oath
sorrow
threaten
failure
available
acquaintance
mayonnaise
release
reveal
seethe
reproach
foreshadow

**VOWEL
DIGRAPHS***(Continued)*

widespread
superhighway
treacherous
speedometer
antifreeze
reasonable
limousine
chauffeur
subpoena
refrain
waive

**Grade 8
ADJOIN. VOWELS**

create
ideal
serious
curious
glorious
previous
trail
premium
situation
influence
reality
iodine
variety
society
anxiety
delirious
cooperate
fluids
mutual
punctual
theory
neon
meteorites
scientific
geophysical

ADJOIN. VOWELS*(Continued)*

terrestrial
meridians
parallels
nucleus
helium

Keyboard Guide

Use this key

To

I or ^*	Move cursor up	} to choose a rebus square
M or v*	Move cursor down	
K or >*	Move cursor right	
J or <*	Move cursor left	
	or move cursor up or down to choose a menu item	

RETURN Key**	Continue game; indicate you've finished typing a word or sentence
--------------	---

ESC Key***	Stop the game
------------	---------------

SPACE BAR	See more word lists
-----------	---------------------

*or the keys on your computer that control the cursor

**or the key on your computer that acts as a carriage return or enter key

***or the key on your computer that ends an activity or takes you to the Main Menu

Scoring

Win Points

Points Gained

Spell a word right	1
Guess the rebus correctly	5
For each rebus square still covered when you get the rebus right	1

Lose Points

Points Lost

Guess the rebus incorrectly	1
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Customer Support

If you have any questions about using Spellagraph, call the DesignWare Hotline. For customers outside of California, the toll free number is 800-572-7767. For residents of California, call (415) 546-1866 collect.

LIMITED 90-DAY WARRANTY

DesignWare warrants to the original consumer purchaser that the DesignWare disk, not including Computer Program, shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase.

Any DesignWare disk which is found to be defective during the warranty period will be replaced by DesignWare. Return the disk, accompanied by proof of date of purchase satisfactory to DesignWare, no later than one (1) week after the end of the warranty period, shipping charges prepaid, to: DesignWare, Inc., Customer Relations, 185 Berry Street, San Francisco, CA 94107.

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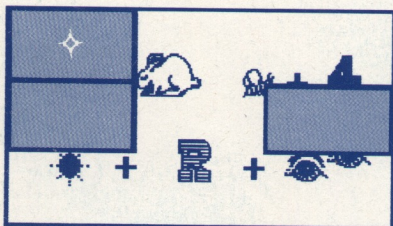
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San Francisco, CA 94107

Toll Free: **800-572-7767**

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A Revealing Spelling Game

- Colorful, lively animation and sound effects.
- Practice spelling with your own word lists and context sentences.
- Over 400 words from the widely used Silver Burdett Spelling program.
- Words are divided into grade levels 2 through 8.
- Based on the self-corrected test, a proven method of study.
- Multiple skill levels for increasing challenge.
- One or two players.

**Spell the word.**

Screen appearance may vary depending upon computer used.

DesignWare™